Zenja BiFa

9 (-1)	14 (+2)	15 (+2)	12 (+1)	18 (+4)	13 (+1)
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma

Class/Level
Druid/Level 5

Background
Wilderness Explorer

Race
Seeta Luma

Alignment
Neutral Good

Size
Medium

Saving Throws

Strength	+0
Dexterity	+0
Constitution	+0
Intelligence	+4
Wisdom	+7
Charisma	+0

14 (hide armor, 16 with barkskin)	+2	38	30 ft.	14
Armor Class	Initiative	Hit Points	Speed	Passive Perception

SKILLS

Insight	+7
Intimidation	+4
Medicine	+7
Nature	+4
Survival	+7

FEATURES AND TRAITS

Glide. When falling, you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in any direction you choose, except upward, and land in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your speed. You can use it in conjunction with a regular jump, but not while gliding.

Striking Plumage. You have proficiency in the Intimidation skill.

The Knack. You can turn your talons to many crafts. You have proficiency with two sets of artisan's tools of your choice. You can also use these tools in unconventional ways. You can use artisan's tools that you are proficient with to attempt a check that would usually require a different set of tools. When using tools in this way, you add half your proficiency bonus, rounded down, to the check.

Mimicry. You have the innate ability to alter your voice, allowing you to convincingly replicate any sound you've heard, such as a voice, a spell being cast, or the sound of a weapon striking stone. A creature that hears the sounds can tell that they are imitations with a successful DC 12 Wisdom (Insight) check.

Wild Shape (2/Short or Long Rest). You can use Wild Shape to assume one of the following forms for up to 2 hours:

- **Crocodile**
- **Panther**

Natural Recovery (1/Long Rest). During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up).

ATTACKS & SPELLCASTING

Spell Attack Modifier: +7
Spell Save DC: 15

Beak. Melee *Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Produce Flame. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 9 (2d8) fire damage.

Shillelagh Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) magical bludgeoning damage. The shillelagh cantrip's effect on this weapon lasts for 1 minute.

OTHER PROFICIENCIES & LANGUAGES

Birdfolk, Druidic, Tilia, Understands Auran but can't speak it, Herbalism Kit, Leatherworker's tools, Painter's tools.

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EQUIPMENT

- 10 gp
- Club
- Scimitar
- Herbalism Kit
- Traveler's clothes
- Yew wand (Druidic Focus)
- Hooded lantern
- 5 pints of lantern oil
- Flint and tinder
- Mess kit
- Hatchet
- Journal
- Pouch of 20 shining pebbles
- Bedroll
- Winter blanket
- Waterskin
- 1 week's worth of trail rations

CHARACTER ROLE

Zenja BiFa (he/him) is a circle of the land (forest) druid with a variety of damage dealing, healing, and support spells, as well as the ability to wild shape into a panther or a crocodile.

CHARACTER BACKSTORY

Zenja is a short and stout luma with bright feathers and a bright heart. His family lives in the Blackbranch swamp in the south of the Tanglewilds, which he left behind to pursue a career as a wilderness guide. After four hard months of training among the treewardens, Zenja was sent to await his first assignment at the Wayfare guide outpost in Sania's Paradise. Though a talented druid, this is Zenja's first posting as a wilderness guide, and he is filled with excitement at the prospect of the adventure he is sure awaits him.

FEATURE: JUNGLE SURVIVOR

You are accustomed to traveling the rainforests of the Tanglewilds and keeping those you guide through it safe from danger. By examining your surroundings, you can discern signs of danger, such as markings left by wild creatures in the area, natural hazards such as quicksand or toxic plants, as well as terrain hazards such as pitfalls or cliffs. Your GM decides what information you have access to when you use this feature and may require you to make a successful Intelligence (Nature) or Wisdom (Survival) check to learn anything more than general information about these dangers.

Additionally, if you ever become lost in the rainforest, you can find your bearings by climbing a tree, or using another method, to spot key landmarks or constellations from above the jungle canopy.

Traits. I am an eternal optimist. After all, the bright side is the best one to look at! I get restless if I stay in one place too long.

Ideal. *Exploration.* It's our job to go where nobody has gone before so that we can tell stories about what we find.

Bond. I've always dreamed of exploring ancient ruins. Imagine what we could learn from them!

Flaw. I'm flighty and often lose my train of... Oh! Look at that magnificent vista!

PREPARED SPELLS

Cantrips: *druidcraft, mending, produce flame, shillelagh*

1st Level (4 slots): *cure wounds, detect magic (c)(r), faerie fire (c), speak with animals (r)*

2nd Level (3 slots): *barkskin* (c), find traps, hold person (c), lesser restoration, moonbeam (c), spider climb* (c)*

3rd Level (2 slots): *call lightning* (c), plant growth*, meld into stone (r)*

*- Circle of the Land Spell
c - This spell requires concentration
r - This spell can be cast as a ritual

Christina Kraus

Yeshterr Luzkeh

15 (+32)	9 (-1)	14 (+2)	11 (+0)	18 (+4)	13 (+1)
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma

Class/Level
Cleric/Level 5

Background
Acolyte of Khaluz

Race
Sun Eluran

Alignment
Lawful Good

Size
Medium

Saving Throws

Strength	+0
Dexterity	+0
Constitution	+0
Intelligence	+0
Wisdom	+7
Charisma	+4

18 (chain mail, shield)	-1	38	30 ft.	14
Armor Class	Initiative	Hit Points	Speed	Passive Perception

SKILLS

History	+3
Insight	+7
Perception	+7
Persuasion	+4
Religion	+3
Stealth (disadvantage)	+2

FEATURES AND TRAITS

Darkvision. You have darkvision out to 60 feet.

Claws. You have advantage on Strength (Athletics) checks made to climb any surface your claws could reasonably grip.

Graceful Landing. You ignore the first 20 feet when calculating fall damage, and when falling, you can always choose to land on your feet.

Thunderous Roar (1/Long Rest). As an action, you can unleash a mighty, earth-shaking roar. When you do so, each Large or smaller creature within 10 feet of you must succeed on a DC 13 Constitution saving throw or be knocked prone.

Disciple of Life. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity (1/Short or Long Rest). Choose one of the following two effects when you use this feature:

- ***Preserve Life.*** As an action, you present your holy symbol and evoke healing energy that can restore up to 25 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.
- ***Turn Undead.*** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead within 30 feet of you that can see or hear you must make a Wisdom saving throw. If the undead fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned undead must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. The turned undead also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. When an undead fails its saving throw against this feature, the creature is instantly destroyed if its challenge rating is at or below 1/2.

ATTACKS & SPELLCASTING

Spell Attack Modifier: +7

Spell Save DC: 15

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit. Range 100/400 feet, one target. *Hit:* 4 (1d10 - 1) piercing damage.

Sacred Flame. Flame-like radiance descends on a creature that you can see within 60 feet. The target must succeed on a Dexterity saving throw or take 2d8 radiant damage. The target gains no benefit from cover for this saving throw.

OTHER PROFICIENCIES & LANGUAGES

Ancient Eluran, Birdfolk, Celestial, Eluran, Heavy Armor.

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EQUIPMENT

- 15 gp
- Mace
- Round metal shield
- Heavy crossbow
- Quiver of 20 crossbow bolts
- Common clothes
- Amulet bearing the holy symbol of Khaluz
- Prayer book
- 5 sticks of incense
- Clergy vestments
- Bedroll
- Waterskin
- 1 week's worth of trail rations

CHARACTER ROLE

Yeshterr Luzkeh (she/her) is a life domain cleric of the eluran sun deity Khaluz. She is a strong and tough fighter who is also a healer capable of supporting allies and dealing spell damage. She possesses a few social skills that are useful outside of combat and is fluent in the old Ancient Eluran language seen in ancient ruins.

CHARACTER BACKSTORY

Yeshterr, whose name is eluran for sun-colored (luzkeh) vine-walker (yeshterr), is a tall and formidable eluran from the northern Tanglewilds region of Matron's Grove. She was raised by a loving family within a temple dedicated to Khaluz, the Amaranthine who guides the sun across the sky and gives strength and life to all below. After coming of age, Yeshterr left her temple to guide pilgrims through the dangerous jungle. Yeshterr has a regal bearing and carries herself with an air of seriousness, though beneath her stern exterior she is kind and just. As a veteran guide, she often goes out of her way to help those less experienced than her and often takes on a motherly role.

FEATURE: FAITHFUL OF KHALUZ

As an acolyte, you can perform the religious ceremonies of Khaluz. Folks in the Tanglewilds are familiar with the Amaranthine Khaluz, and are generally friendly towards you. Unless they have a good reason not to, common people will confide in you and trust your judgment in matters dealing with the Amaranthine or other affairs of spiritual or moral importance. Depending on their circumstances, such people may openly ask you for aid with their problems.

The faithful of Khaluz often travel between shrines across the jungle dedicated to the Amaranthine, and they are willing to provide you (but only you) with food, spare supplies, and healing (if possible) should you need it.

PREPARED SPELLS

Cantrips: g*uidance, light, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *bane (c), bless* (c), cure wounds*, command, detect magic (c)(r), healing word*

2nd Level (3 slots): *calm emotions (c), enhance ability (c), lesser restoration*, spiritual weapon*, zone of truth*

3rd Level (2 slots): *beacon of hope* (c), dispel magic, revivify*, spirit guardians (c)*

*- Life Domain Spell
c - This spell requires concentration
r - This spell can be cast as a ritual

Traits. I have lived in the temple for so long, I often find it difficult to relate with others. My friends are my kin, and I watch them like a mother watches her kittens.

Ideal. *Faith.* We cannot control what the Great Rhythm brings. We can only follow the path set by the Amaranthine and trust that just actions will be rewarded.

Bond. Everything that I do, I do for the common people.

Flaw. I am inflexible in my thinking.

Christina Kraus

Dorri Treewise

11 (+0)	18 (+4)	15 (+2)	14 (+2)	9 (-1)	13 (+1)
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma

Class/Level
Rogue/Level 5

Background
Streetwise Survivor

Race
Tilia

Alignment
Chaotic Good

Size
Medium

Saving Throws

Strength	+0
Dexterity	+7
Constitution	+0
Intelligence	+5
Wisdom	+0
Charisma	+0

15 (leather armor)	+4	38	30 ft. , climb 30 ft.	9
Armor Class	Initiative	Hit Points	Speed	Passive Perception

SKILLS

Athletics	+3
Acrobatics	+7
Deception	+4
Investigation	+5
Sleight of Hand	+10
Stealth	10
Survival	+2

FEATURES AND TRAITS

Forest Cunning. You have advantage on Dexterity (Stealth) checks made to hide in forests and jungles.

Sticky Grip. You can climb upside down or on difficult surfaces without making ability checks.

Sticky Tongue. As a bonus action, you can grab an object with your tongue weighing 20 pounds or less that you can see within 15 feet of you. Your tongue adheres to the object and pulls it toward you in a straight line. You can catch the object with a free hand; otherwise, it lands at your feet. If the object is being held or carried by a creature, the creature can make an opposed Strength (Athletics) check against you to keep hold on the object.

Alternatively, you can use your action to project your tongue at a surface within 20 feet, pulling you directly toward it. This movement provokes opportunity attacks as normal.

Purifying Skin. You have advantage on saving throws made to resist being infected with a disease.

Shedding Skin (1/Long Rest). When you take acid or poison damage, you can use your reaction to shed your skin, revealing fresh scales underneath and reducing the damage you take by half. You can also use this ability as a reaction to end any ongoing damage effect caused by sticky material, such as alchemist's fire or a monster's corrosive spit.

Scaly Subtlety. You have proficiency in either the Deception or Persuasion skill (your choice). Non-tilia humanoids have disadvantage on Insight checks made against you.

Sneak Attack (1/Turn). You can deal an extra 10 (3d6) points of damage to one creature you hit with an attack if you have advantage on the attack roll, or if another enemy of the target is within 5 feet of them and you don't have disadvantage on your attack roll. All of your listed weapon attacks can be used to make sneak attacks.

Cunning Action. You can Dash, Disengage, or Hide as a bonus action. You can also use your bonus action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or to Use an Object.

Second-Story Work. Climbing no longer costs you extra movement. Additionally, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Uncanny Dodge. When an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ATTACKS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. When holding a dagger in each hand, you can make an additional dagger attack as a bonus action. This attack does not add your Dexterity modifier to its damage.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320, one target. *Hit:* 7 (1d6 + 4) piercing damage.

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OTHER PROFICIENCIES & LANGUAGES

Birdfolk, Eluran, Tilian, Thieves' Cant, Disguise kit, Forgery kit, Thieves' tools

EQUIPMENT

- 25 gp
- Rapier
- Two daggers
- Shortbow
- Fine clothes
- Quiver of 20 arrows
- Disguise kit (cosmetics, hair dye, props, etc.)
- Set of thieves' tools (lockpicks, tiny mirror, small file, and pliers)
- Belt pouch containing 5 tiny wooden toy animals
- Tools of the con (various small convincing fakes)
- Hammock
- Warm blanket
- Waterskin
- 1 week's worth of trail rations

CHARACTER ROLE

Dorri Treewise (they/them) is a thief archetype rogue focused around movement, stealth, and dealing high damage to enemies using their sneak attack. They are also skilled at disarming traps.

CHARACTER BACKSTORY

Dorri's family grew up on the streets of the bustling merchant city of Espinorra. There, their family was taken in by a group of toughs connected to the local thieves' guild. The guild taught Dorri the arts of burglary, pickpocketing, and fighting dirty to survive. Eventually, Dorri's life of crime caught up with them, and they were forced to leave the city to avoid arrest. In the jungle, Dorri found a life of freedom beyond anything they had dreamed of in the city. Taking quickly to the forest, Dorri became a guide, earning an honest living helping travelers navigate Sania's Paradise. Still an expert thief, Dorri sometimes helps themselves to small trinkets from the packs of particularly rude travelers.

FEATURE: FRIENDS IN LOW PLACES

You have formed working relationships and some friendships with some of the less savory characters that live in the jungle. You can call on these contacts to learn information on people, places, or objects. The GM decides who these contacts are and what information they have to share. These contacts give some information to Dorri for free, but information that is critical to the story must be bought or bartered for. The GM decides the price for any given piece of information. These contacts can also act as a fence, helping you get rid of stolen goods. However, the GM may rule that some items are too risky for your contacts to fence.

Traits. I'm all smiles, unless you get on my bad side. I always have a backup plan.

Ideal. *Freedom.* Living out here with no rules and nobody to answer to, that's what life is all about.

Bonds. Someone I care about got hurt because of me. I won't let it happen again.

Flaws. Things go missing when I'm around. They turn up in my pockets.

Christina Kraus

Jasper "Jazz" Underleaf

13 (+1)	18 (+4)	15 (+2)	9 (-1)	14 (+2)	11 (+0)
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma

Class/Level
Ranger/Level 5

Background
Tender of the Tanglewilds

Race
Arma Hedge

Alignment
Neutral Good

Size
Small

Saving Throws

Strength	+5
Dexterity	+7
Constitution	+0
Intelligence	+0
Wisdom	+0
Charisma	+0

17 (natural armor)	+4	44	25 ft., burrow 15 ft.	15
Armor Class	Initiative	Hit Points	Speed	Passive Perception

SKILLS

Athletics	+4
Nature	+2
Animal Handling	+5
Perception	+5
Survival	+5

FEATURES AND TRAITS

Armor Plates. You have tough plates of bone or keratin that cover your body and make it impossible to wear armor (though you can still use shields). Your base AC is 17 and does not benefit from your Dexterity modifier.

Earthblessed. You know the resistance cantrip and can cast it without requiring material components. Additionally, you can cast rumblevision* without material components once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Natural Burrower. You have a burrow speed of 15 feet. You are only capable of burrowing through soil.

Plate Wall. As an action, you can focus on defense to present your foes with a solid wall using your armor plates. Until the start of your next turn, you have resistance to all damage except psychic damage, and you have advantage on saving throws or ability checks to resist being moved or knocked prone. When you take this action, your speed becomes 0 until the end of your next turn. If you are moved before your next turn, your plate wall effect ends, and you land prone in the space you were moved to.

Speech of Stone and Soil (1/Long Rest). You have the magical ability to speak with rocks, crystals, and minerals. When doing so, you impart limited sentience on the stone for a number of minutes equal to your proficiency bonus. During this time, the rock communicates with you telepathically, and it can transmit any basic occurrences it has experienced, for example, pressure, temperature, wetness, or sounds, such as words spoken near it.

Two-Weapon Fighting Style. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Favored Enemy (Monstrosities). You have advantage on Wisdom (Survival) checks made to track monstrosities and as well as on Intelligence checks to recall information about them.

Favored Terrain (Forest). When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.
While traveling for an hour or more in your favored terrain, you gain the following ***benefits:***

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

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Horde Breaker. When you make a weapon attack for the first time each turn, you can make another attack against a different creature within 5 feet of the original target and in range of your weapon.

Extra Attack. When you take the attack action you may make an additional attack.

ATTACKS & SPELLCASTING

Spell Attack Modifier: +5

Spell Save DC: 13

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. When holding a scimitar in each hand, you can make an additional scimitar attack as a bonus action.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft, one target. *Hit:* 7 (1d6 + 4) piercing damage.

OTHER PROFICIENCIES & LANGUAGES

Birdfolk, Hedge, Sylvan, Flute

EQUIPMENT

- Two scimitars
- Hand crossbow
- Quiver of 20 crossbow bolts
- Traveler's clothes
- Amulet bearing the Tender's insignia
- Wooden flute
- Spell component pouch
- Small satchel filled with healing herbs
- Walking stick
- Snare trap
- Bedroll
- Winter blanket
- Waterskin
- Hunting knife

CHARACTER ROLE

Jasper "Jazz" Underleaf (she/her) is a small, yet sturdy hunter archetype ranger. She is a defensive fighter that offers additional utility with her variety of support spells and increased damage up close using her two-weapon fighting style.

CHARACTER BACKSTORY

Jasper was orphaned at such a young age that she no longer remembers her birth parents, but the jungle has taken care of her ever since. As a child, Jasper was found by a conclave of Tenders, who discovered her in the care of a mother panther. The Tenders, an order dedicated to keeping the jungle safe from fell magic, treated Jasper as one of their own. As part of her education, the Tenders took her to see the sights of the great cities, though ultimately, Jasper felt her home was among the trees of the forest. Jasper now makes her living as a guide and has a simple outlook on life. Jasper wears beautifully carved wooden leg prosthetics that are engraved with elaborate designs and symbols for luck and protection.

FEATURE: SAPLING SURVIVALIST

You know how to live off the land and are a respected member of the Tenders, having achieved the Sapling rank. Seen as a protector of the forest, you can count on jungle villagers to offer you free lodging so long as it is possible and reasonable for them to do so. In addition, while in the jungle, you can find sources of food and fresh drinking water for yourself and up to five other creatures each day. You are familiar with poisonous plants, inedible berries, as well as sources of unclean water and can recognize these dangers instantly.

Traits. I don't sweat the small things, which are most things. Why yes, I was raised by a panther.

Ideals. *Nature.* The city's fine and all, but nothing's more important than nature.

Bonds. The jungle is my home, and I won't stand for folks that want to make a mess of it.

Flaws. I don't always think before I act.

SPELLS KNOWN

1st Level (4 slots): *cure wounds, fog cloud (c)*

2nd Level (2 slots): *darkvision, pass without trace (c)*

c - This spell requires concentration

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